2006 Indiana State Fair DANGE TEAM COMPETITION

Saturday, August 19, 2006
• WFMS Free Stage •



INDIANA STATE FAIR DANCE TEAM COMPETITION

August 19, 2006 RULES & GUIDELINES

General

- The Indiana State Fair Dance Team Competition is open to Indiana All-Star, School and Youth League dance programs. Participants may be female or male.
- 2. Teams must have a minimum of five (5) members. A maximum of thirty-five (35) members will be allowed.
- 3. Dance style will determine the division(s) that teams will compete in. Competition management may add, delete, combine or split divisions, as well as move teams to the appropriate division at their discretion.
- 4. Competition floor space is 40' x 40' cabriole dance floor.
- All teams must be uniform in appearance and perform in official uniforms or costumes. A neutral deduction of 5.0 points will be accessed if entire squad is not dressed in the same uniform/costume.
- 6. All team members must start within the competition area. All team members must be supporting their own weight with at least one foot.
- 7. All choreography should be in good taste and suitable for family viewing. No suggestive or vulgar movements (i.e., excessive hip thrusting or pelvic movements) or profanity will be permitted. A neutral deduction of 10.0 will be accessed for each infraction.
- 8. The oldest member of each team and their grade level will determine the division for competition. The maximum age of participation is 18 years of age by the date of the competition of August 19, 2006.
- 9. All participants must submit a signed waiver form prior to performing.
- 10. In the event of an injury or other serious circumstances, substitutions may be made upon receiving approval from competition management.
- 11. Dancers are not allowed to wear any jewelry. This includes, but is not limited to: earrings of any kind, nose, tongue, eyebrow or belly rings, necklaces, bracelets or rings. Any religious or medical jewelry that can not be removed must be taped to the body and made known to competition management in advance of competition. A neutral deduction of 5.0 will be taken for each team member wearing unapproved jewelry.
- 12. Dancers must wear soft-soled dance shoes (jazz boots/shoes) or dance sandals. Going barefoot or wearing socks or tights only will not be allowed.

Division Categories and Guidelines

All Dance Divisions - Hip Hop, Pom, Jazz, and Fusion Mix

- Two minutes and thirty seconds (2:30) maximum time limit for routine. No minimum time requirement.
- Must be performed entirely to music.
- Routines should be choreographed to include the required elements of the chosen category.
- Forward, backward and side rolls, backbends and handstands are permitted. All other tumbling skills are prohibited.
- Pyramid building, tosses, stunts and partner stunts are prohibited.
- Landings for all jumps, leaps or kicks must bear weight on at least one foot.
 Example of skills not allowed: Toe touch jump or kick into a straddle position, to the seat, knees, landing with both feet back or to a push up position is prohibited. Must slow momentum with the hands or feet first. Jumps or leaps to splits are allowed with slowed momentum.
- Any type of hurdler position or position with both feet back (sitting, landing or lying down) is prohibited with the exception of a "Z" sit.
- Performance of any prohibited skill or position will result in disqualification.
- Safety Rules apply to all routines.

TRIO/DUO/INDIVIDUAL - male or female

- Two minute (2:00) maximum time limit for routine. No minimum time limit
- Open to all dance varieties
- Must be performed entirely to music
- Props may be used
- Routine may include single tumbling skills that can be performed safely on dance floor. Series of tumbling skills are prohibited.

HIP HOP - High energy routine emphasizing urban funk and upbeat street dance with precision, sharpness, limited turns and many dance tricks showing quick progressive movement and transitions. Emphasis should also be placed on creativity, body expression and rhythm with no jazz movements. This style of dance is very close to "music video" style. Fast, sharp, poppin', high energy music must be used. No props allowed in this division.

POM - Routines should emphasize strong sharp pom pon motions, arm placement and uniformity while incorporating visual effects through levels, transitions, formations and ground work. All styles of dance may be used. During a pom routine, dancers must have poms in hand for at least eighty percent (80%) of the routine. Leaps, turns and jumps will be allowed. No other props allowed.

JAZZ - Routines should incorporate dance combinations emphasizing extension, technique (true jazz), control, body placement, style, uniformity and precision. Emphasis should be placed on leaps, turns, kicks, jumps and stylized jazz movements. Leap combinations and/or pirouettes can showcase the difficulty level of the routine. Props may not be used in this division. Scoring will be based on correct jazz technique and positions.

FUSION MIX - Open division emphasizes variety, creativity and fun. Routines should incorporate a minimum combination of two (2) dance styles listed above. Props may be used in this division.

Age Eligibility

- 1. All team members must be enrolled in a first or secondary school or officially sanctioned home school program.
- 2. The maximum age of participation is 18 years of age by the date of the competition of August 19, 2006.

Timing

- Timing begins with the first organized movement or when the first note of music starts after the team has taken the floor and is officially announced. Routine ends with the last organized movement or the last note of music. There will be a 10.0 point neutral deduction from the average team score for teams exceeding the time limit by more than 10 seconds.
- 2. Introductions and/or organized entrances are considered part of the routine and are timed as part of the performance. All participants must start in the competition area after placement of any props.
- 3. If the routine is interrupted due to operator error timing will continue. Teams will not have the option to repeat the performance.
- 4. In the event a routine is interrupted because of technical failure of competition equipment, facilities, etc., timing will continue. The team(s) affected will be permitted to repeat the performance if they wish to do so after receiving their first score.
- 5. If an injury occurs during a performance, the participant(s) may either continue or withdraw from the competition. Competition may be stopped by competition management for serious injuries.

Music

- 1. Each team is required to have two (2) copies of your performance music, either cassette tape or CD. One (1) will be used for competition and one (1) available as a backup or to use during the warm-up period. Most cassette players have a slight variation in speed and pitch, therefore it is to your advantage to use the highest quality bias tapes or CDs to record your music. Recordings should be made at a medium volume level. If using a CD, it is suggested that you bring a backup cassette tape, as some home or custom burned CDs will not play on all sound systems.
- 2. If using a CD for competition, only one (1) piece of music per CD is permitted.
- 3. Music must be cued before it is brought to the music table. One (1) representative from each squad will report to the music table and remain throughout the entire performance. This representative must know exactly when to start and stop music.
- 4. Music should be reviewed for inappropriate language or profanity. A neutral deduction of 10.0 will be deducted for each infraction.



ALL-STAR DANCE DIVISIONS	GRADES	MEMBERS	MALES
Senior Hip Hop	12th and under	35 maximum	unlimited
Senior Jazz	12th and under	35 maximum	unlimited
Senior Pom	12th and under	35 maximum	unlimited
Senior Fusion Mix	12th and under	35 maximum	unlimited
Junior Hip Hop	9th and under	35 maximum	unlimited
Junior Jazz	9th and under	35 maximum	unlimited
Junior Pom	9th and under	35 maximum	unlimited
Junior Fusion Mix	9th and under	35 maximum	unlimited
Junior Prep Hip Hop	6th and under	35 maximum	unlimited
Junior Prep Jazz	6th and under	35 maximum	unlimited
Junior Prep Pom	6th and under	35 maximum	unlimited
Junior Prep Fusion Mix	6th and under	35 maximum	unlimited
PeeWee (Any style)	4th and under	35 maximum	unlimited
Mini (Any style)	2nd and under	35 maximum	unlimited

SCHOOL & YOUTH LEAGUE DANCE	GRADES	MEMBERS	MALES
Varsity Hip Hop	9th - 12th	35 maximum	unlimited
Varsity Jazz	9th - 12th	35 maximum	unlimited
Varsity Pom	9th - 12th	35 maximum	unlimited
Varsity Fusion Mix	12th and under	35 maximum	unlimited
Senior Youth League			
(Any Style)	12th and under	35 maximum	unlimited
Junior Varsity			
(Any Style)	9th - 11th	35 maximum	unlimited
Junior High Hip Hop	8th and under	35 maximum	unlimited
Junior High Jazz	8th and under	35 maximum	unlimited
Junior High Pom	8th and under	35 maximum	unlimited
Junior High Youth League			
(Any Style)	8th and under	35 maximum	unlimited
Elementary -School/Youth			
League (Any Style)	6th and under	35 maximum	unlimited

SPECIAL OLUMPICS DANCE DIVISION	GRADES	MEMBERS	MALES
SPECIAL OLYMPICS (Any Style)	All Ages	unlimited	unlimited

INDIVIDUAL/DUO/TRIO DANCE	GRADES	MEMBERS	MALES
Senior Female	16 and up	1-3	Yes
Senior Male	16 and up	1-3	Yes
Junior Female	13-15 years old	1-3	Yes
Junior Male	13-15 years old	1-3	Yes
Junior Prep -			
Male and Female	9-12 years old	1-3	Yes
Youth -			
Male and Female	8 and under	1-3	Yes

Entries

- 1. An official entry form must be submitted.
- Each team is required to pay an entry fee to cover admission fees for all team members and coaches. Only checks or money orders will be accepted and must be payable to the Indiana State Fair and accompany the entry form.
 - \$50.00 for 20 or less team members Small Team
 - \$100.00 for 21 plus team members Large Team
- 3. Team members and coaches only will be admitted to the Indiana State Fairgrounds free of charge for the Dance Competition.
- 4. Mail entry form and payment to Indiana State Fair Dance Team Competition, c/o Marketing Department, Indiana State Fairgrounds, 1202 E. 38th Street, Indianapolis, IN 46205-2869. All entries must be postmarked no later than Friday, June 30, 2006. Entry fee is nonrefundable.

Judging

- 1. Each judging panel will consist of one (1) Head Judge and three (3) Assistant Judges.
 - Head Judge will oversee the consistency of the judging panels throughout the competition, timing and deductions for any neutral infractions incurred from the base score for the final team score. The head judge will also be a counting score towards the final team score.
 - ii. **Assistant Judges** will score each routine using the judging criteria for each division. The high and low scores will be thrown out averaging the middle scores for the team's final score.
- 2. ALL SCORES ARE FINAL. ALL JUDGES' DECISIONS ARE FINAL.
- 3. In the event of a tie, the tie will be broken by the team with the highest total of all judges.

Awards

- 1. Team trophies presented for 1st 3rd places per division.
- 2. For Individual, Duo, Trio competition trophies will be presented for 1st 3rd places per division.
- 3. Rosette ribbons presented to all participants based on team placement.

Technical Questions

For all questions regarding this competition contact:

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